

Dear Sega Customer:

The following are "Helpful Hints" for the game Ghostbusters.

Preparing to Start Ghosts:

Selecting your car -

Use the pink arrow displayed up left of cars to choose desired car. The Directional Pad will move the arrow to all four cars. When the arrow is next to desired car, press Button One and the screen will change.

Make note of the amount of tools your vehicle can hold. This is a good reference for when you are purchasing tools on the next screen.

Using the Directional Pad, move the forklift to desired tool. Press Button One to pickup item and turn forklift around. Then use Directional Pad to move forklift with tool towards your vehicle. Press Button One to unload tool into car. Then use the Directional Pad again to move to next desired tool. Continue until all the tools you need are loaded. When you have finished selecting your tools, press Button Two to start hunting Ghosts!

Example of Items Available:

CAR	Seizes	Holds Plus Tools	\$4,800
EQUIPMENT	Ghost Vacuum		\$ 800
	Ghost Bait		\$ 500
	Ghost Trap (Four)		\$ 500

The Map:

The Map screen is an aerial view of the City. At the top right of The Map, "Shop" appears. This is where you can return to purchase additional tools. On your way to the "Shop" vacuum ghosts as they appear above your car. You can vacuum ghosts if you have purchased a vacuum and by pushing Button Two on the Control Pad.

At the Bottom Right "HQ" (Ghostbusters Headquarters) appears. Groups from time to time throughout the game.

- to obtain men when you have only one man left.
- to restore the men killed trying to trap ghosts.
- to empty traps that are filled with ghosts.
- to restore Ion Beam Power.

When you see a blinking building on The Map, quickly head for it. Run over ghosts along the way. Be sure not to run over the "Catchers" or the "Master of the Key". If you do run over them, money will be deducted from your account. When your car is in front of the building, press and hold the Directional Pad in the direction of the building while pushing Button One, simultaneously.

The Street:

The screen will change to The Street and your car will be traveling on the previously blinking building. On your way to the building, watch out for obstacles in the road and for other cars. If you hit one of the cars, your vehicle will be destroyed. The same goes for the obstacles (if you hit them, your vehicle will be destroyed). You will automatically receive another car but money will be deducted from your account.

As you start to travel down The Street, take note of the Kilometer reading located at the bottom right of the Street screen. As you get closer to the blinking building, the meter will move in a descending order.

While traveling down The Street, be sure to use your Ghost Vacuum (Button One or Two) to vacuum floating ghosts as they appear above your vehicle.

Your car will automatically pull over to the building so there is no need to worry about which building you are suppose to enter.

Setting Ghosts at Building:

Once you arrive at the building, your car will automatically exit the car. Using the Control Pad, position Ghostbusters (while holding trap) just under the flying ghosts.

Push Button One to drop the trap. This will freeze ghostbuster Number One (on the right side of the building) and enable you to position ghostbuster Number Two (on the left side of the building). When Number Two is positioned, push Button One and position ghostbuster Number One. When they are both in place, push Button Two to start the two beams. You are also able at this point to use the Directional Pad to position them together. Try to trap the ghosts between the two beams. When the ghosts are between the beams, push Button Two to release the trap and catch them. You only have 40 to 50 seconds to do this so do it quickly. If you trap all but one ghost, one of your ghostbusters will be killed by the remaining ghost. The ghostbuster will then drop and the ghost will fly away. The screen will change and you will return to The Map. At this point, return to GAG to pick-up new men and empty your traps. On your way to GAG, remember to vacuum ghosts flying above your car.

Ghost Ball:

When you see the four ghosts starting to form into the Marshmallow Man, go to one of the far bottom corners and release some Ghost Ball by pushing Button Two. This will attract the ghosts away from The Temple of Eile. Also, when the Marshmallow Man is formed he will take \$1,000 away from your account. At that point, push Button Two and release the Ball then Button Two again, you will have \$1,000 restored to your account.

Marshmallow Man:

If you have more than \$10,000 when the PR Energy Meter turns red, will automatically be taken to The Temple of Zulu to confront Marshmallow Man.

When confronting the Marshmallow Man, you must get two men past him. To sneak past him, wait until he bounces towards the left then go through the right side. Only two men must sneak past the Marshmallow Man in order to proceed to the next screen.

Climbing the Stairs of Zulu:

The Bouncers are pretty easy to beat. But watch out for the Slims along the stairs. When you try to beat the Bouncers, you have anticipate their moves. If they look like they are coming at you, shoot!

Beating Gorse:

The best way to fight Gorse is to place your man opposite Gorse. Gorse is located on the left side of the screen, your man should be on the right side. As he comes across to your side, move your man to the other side but keep shooting as you cross over. It takes five shots to kill Gorse. Move side to side and keep firing. Gorse is armed with deadly laser beams so watch out! Also, Gorse is worth \$5,000.

Continous Game:

When you have finished the game, if you have \$10,000 or more, you will be assigned a ten digit account number. You are able to use this number repeatedly. Be sure to write down the number for future reference and note what initials you used in the beginning of the game. You will be able to use this account number in the beginning of the game under "Continous Start". Put the number assigned to you on the section "Your Account Number". You can enter your account number by using the Directional Pad Arrows. When your number is entered, press Buttons One or Two and it will say "You have \$_____". push Buttons One or Two to start the game.

Answers:

Initials - S.S.

Account Number - 1712723422

